

James Christopher C. Waniwan

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TECHNICAL SKILLS

- **Programming Languages:** HTML, CSS, JavaScript, Typescript, C++, C#, Java
- **Frameworks & Libraries:** ReactJS, Next.js, Tailwind CSS, shadcn/ui
- **Tools & Platforms:** Git, Supabase, Drizzle ORM, NeonDB
- **Game Development:** Unity Game Engine

PROJECTS

► Packport (*Full stack ecommerce site*)

- Developed a full-stack eCommerce platform using Next.js, which helped me gain hands-on experience in full-stack development and database design.
- Adopted Drizzle ORM for type-safe queries and mutations, strengthening my understanding of database operations.
- Configured PostgreSQL with NeonDB for efficient data storage and retrieval.
- Implemented authentication and authorization using Auth.js, improving my knowledge of secure user authentication.
- Built a responsive and modern UI using Tailwind CSS with shadcn/ui, enhancing my front-end styling skills.
- Connected to Stripe in test mode to handle payment processing.
- Incorporated Algolia Search for fast and dynamic product searches.
- Set up framer motion to create smooth and responsive animations, enhancing the user experience.
- [GitHub](#) | [Live Demo](#)

► Wayfarers Rest Website (*Client app*)

- This project helped me improve my understanding of React Server Components, server actions, authentication and responsive UI design.
- Developed a full stack web application for booking and browsing rooms using Next.js.
- Implemented secure authentication using Auth.js, strengthening my understanding of authentication flows.
- Integrated Supabase to handle real-time data storage and retrieval, learning about backend integration.
- Designed a responsive and visually appealing UI using Tailwind CSS, improving my front-end development skills.
- [GitHub](#) | [Live Demo](#)

► Wayfarers Rest (*Admin Portal*)

- This project helped me gain experience in building dashboards, managing state, and optimizing data fetching.
- Built a full stack hotel management system using React.js.
- Developed key features such as room and booking management, improving my ability to build CRUD applications.
- Optimized data fetching with React Query for better performance and seamless user experience.
- Configured React Router to enable seamless navigation.
- Implemented form validation and state management with React Hook Form
- Integrated Supabase for backend services and authentication, reinforcing my knowledge of backend integration.
- [GitHub](#) | [Live Demo](#)

► Mathrun

- Designed and developed a 3D endless runner game in Unity with engaging mechanics and polished graphics.
- Learned how to create interactive gameplay mechanics and optimize performance in a game environment.
- [GitHub](#) | [Demo](#)

EXPERIENCE

EROVOUTIKA ROBOTICS AND AUTOMATION SOLUTIONS

Module Developer Intern – Research & Development

Makati, Metro Manila
August 2021 – September 2021

- Developed a sandbox-style game using Unity.
- Produced instructional materials and tutorials for the development of the game.
- Collaborated with the QA team to review and improve instructional materials.

EDUCATION

BULACAN STATE UNIVERSITY

BS Mathematics with specialization in Computer Science

Malolos, Bulacan
2018 – 2022

- Magna Cum Laude